Tank head separate movement component

Difficult to turn because long

For there size they don’t move too fast or too slow

Concept:

You play as a tank with a certain amount of health. There will be an AI tank. Try to kill it.

There will also be other AI things

Focus on flow and feel

Rules:

You win When You Destroy all the enemies.

You lose health when another tank shoots at you

You lose when your tank runs out of health.

Sfx: Gun fire explosion barrel moving turret moving engine sound

Static Meshes: Simple Tank Comprising of Tracks Body Turret and Barrel

Textures: Later We’ll Want To Add Some For Visual flare

Music: Background music to create tension.